BURNOUT REVENGE

TM

EA™

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers and Games Hotline Numbers.

SLES-53507

• 1-6 Players • Memory Card (8MB) (for PlayStation®2) : 35KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible
• Network Adaptor (Ethernet) (for PlayStation®2) Compatible: 2 - 6 Players

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Starting The Game

1. Set up your PlayStation® 2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens.
4. Place the *Burnout Revenge* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation® 2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation® 2) before commencing play.

Press ↑/↓ to choose between 50Hz/60Hz mode and press ✕ to select.

Note: Hold ✕ and △ after turning on your PlayStation® 2 to select Progressive Scan mode.

Note: Burnout Revenge only supports the analog controller (DUALSHOCK® 2).

Note: You require at least 35Kb of free space on your memory card (8MB) (for PlayStation® 2) in order to save *Burnout Revenge* game data.

Note: Select your preferred language from the console's internal System Configuration menu. Choose from English, French or German.

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Revenge Is Sweet

Your wheels are a weapon and your aggression is a measure of success. Plough through downtown traffic and pulverise rampaging rivals who stand between you and the finish line. Use the traffic, use the road and use all your Takedown prowess to rise up the ranks and teach your rivals a crushing lesson in the sweet art of vengeance. It's about winning. It's about revenge.

Complete Controls

Note: Default options are listed in **bold** type.

Note: Both the left analog stick and the directional button can be used for the same actions.

Note: Some options in the game are self-explanatory and are not covered in this manual.

General Gameplay

Accelerate	⊗
Brake/Reverse	□
Steer	←/→
Boost	R1
Look back	L1
Change camera	△
Aftertouch	left analog stick
Crashbreaker (after crash)	R2
Impact Time (while crashing)	Hold R1
Pause game/Access Pause menu	START
Next music track	L2

Menu Controls

Highlight menu items	↑/↓
Cycle choices	←/→
Select/Go to next screen	⊗
Return to previous screen	△

Setting Up the Game

Create a Profile

Burnout Revenge requires a Profile if you wish to track your progress:

1. From the Save/Load screen, select CREATE PROFILE.
2. At the Autosave prompt, if you select NO, you are warned that Autosave will be disabled; your Profile and settings will not then be automatically saved.
3. Use the on-screen keyboard to enter a name for your Profile. Select DONE to finish and then select a save game slot to save your new Profile.

Loading a Profile

- From the Save/Load screen, select LOAD PROFILE. Choose your Profile and select it.

The Business Of Revenge

Only by grabbing a medal placing while inflicting all manner of revenge on your rivals will you rise to the top of the *Burnout Revenge* fraternity. Learn how to master medal-winning performances in Race and Crash Events while littering the streets with shattered wreckage...

Game Screen

Extreme driving skill

Boost bar

Current Event Rating

Event Rating and Revenge Rank

Grab a medal placing and wipe the floor with your feuding rivals. In the Burnout Revenge world you are judged by your revenge Rank. You begin at Harmless. Aggressive and extreme driving moves are the keys to success - inflict Takedowns, slam, shunt, check traffic, boost and drift to rapidly jack up your Event Rating and rise through the ranks.

You are given a Rating (such as OK) for each Race and Crash Event which combine to make up your overall revenge Rank, as displayed on your revenge meter. This fills up towards your next Rank as you complete Events. Each new Rank progressively unlocks new Events over eight locations. Rating up in Events and boosting your Rank is everything - so put four on the floor and play nasty to leave your Harmless Rank way behind you.

Note: During Events, watch your Event Rating improve or decline. An icon will appear to let you know of any change in your Rating as it happens.

Medal Placings

Medal placings unlock Events and can unlock faster or heavier cars in your garage. They also affect your final Event Rating - pick up only bronze and your Event Rating may drop - but win gold and it could be improved. You can retry Events to better your previous medal placing and Rating, but there's no advantage in continually repeating the same Event without improving, as it won't feed your revenge meter and help you to rank up.

Note: Get a Rating of Awesome *and* win a gold medal to hit a final Event Rating of Perfect.

Boost Bar

Vengeful and extreme driving fuels your boost bar -shunt, slam and grind opponents to steal their boost. Score a Takedown and you'll win a new chunk of boost, but if you get taken down or crash, you'll lose it.

Takedowns

Revenge, Vertical, Traffic Check and Aftertouch Takedowns - some of a vengeful burner's finest expressions of their art. Slam a rival off the road to quickly build up your boost and Event Rating; different methods of Takedown propel your Rating faster than others.

Signature Takedowns

Certain location-based Takedowns are prized in a ruthless burner's world. Your Takedown Book keeps a photo record of these glorious moments (see p. 7).

Revenge Takedowns

If a rival takes you down, they're marked in red for revenge. This is the rival to target if you want to up your Rating quickly.

Impact Time and Aftertouch

Once you've crashed, you can enter slo-mo Impact Time, making it easier for you to steer your wreck (Aftertouch) into the path of your rivals or general traffic to maximise further road chaos.

Note: You can toggle automatic Impact Time on or off in Crash Events. Select MANUAL or AUTOMATIC from the DRIVER DETAILS > SETTINGS menu.

The art of Crashbreaker:

1. After you crash in Race Events during later Ranks, use Aftertouch to position yourself and press R2 to detonate your ride with a Crashbreaker - the bigger your boost bar, the bigger the bang. In all Crash Events, keep tapping R2 once the Crashbreaker countdown begins.
2. Press and hold R1 to enter Impact Time.
3. Use the left analog stick and Aftertouch your wreck into an optimal position for further devastation.

Note: If you don't manage to Takedown a rival with a Crashbreaker in a Race Event, you lose any boost you may have.

Race Events

Take on the clock and pulp venomous rival racers in an anarchic marriage of pure street speed and Takedown turmoil. Grab first place and dish out maximum aggression on streets built for carnage.

RACE Takedown rivals, rampage to the front of the pack and stay there in a vindictive race for the finish line.

TRAFFIC ATTACK Blitz through traffic to keep the clock ticking in a boost-blasting scramble to beat time targets and earn a medal-winning total.

BURNING LAP Push your driving skills to extremes and beat the clock.

ROAD RAGE Take down as many rivals as you can within the time limit and beat the targets to get a medal placing - but watch out for critical damage to your ride.

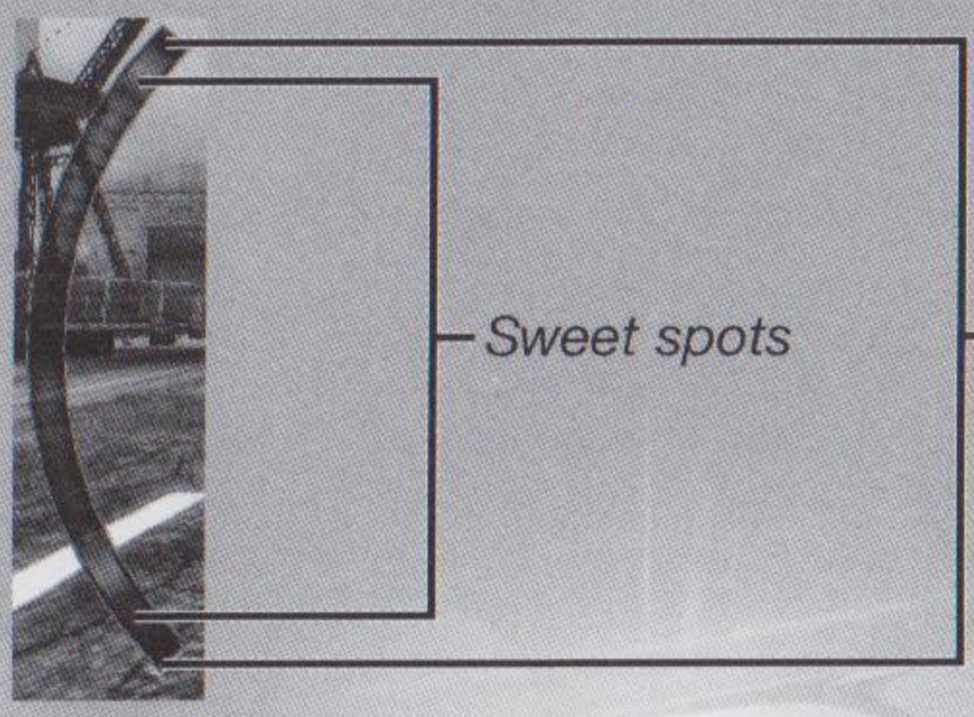
ELIMINATOR Stay one step ahead of the pack. The burner in last place each time the 30 second clock runs down is history.

PREVIEW Test drive some of the fastest vehicles in *Burnout Revenge* against the clock.

GRAND PRIX RACE An insane Grand Prix multi-race battle. Finish a race in a medal-winning position and pick up GP Points. Earn enough for a final medal placing.

Crash Events

Vent your explosive frustrations on the traffic in the time available. Inflict as much infernal crash and explosion mayhem and nail the Target vehicle to maximise your chances of a gold medal-placing and a Perfect Rating.



- Pay attention to the fly-by Crash Cam view to plan a trail of destruction and note any potential hazards; then select the best type of vehicle for the job.

1. Press ⊗ to start the revving launch bar and press ⊗ again to stop the bar on its ascent. This sets your launch speed.
2. Press ⊗ a third time to launch. Nail the sweet spot at both ends for a Power Boost start, but don't wait too long - the clock is counting down and every second is valuable crash time.

- Hit the top sweet spot only for a Fast Start or stop short of both for a Slow Start. Get it wrong and your engine could blow up or stall.
- On ramps, use Aftertouch in all directions to get into a great dive-bombing position, get distance or battle sideways against strong crosswinds.

3. After launch, guide your ride to mete out maximum carnage. Check traffic to ram same-way vehicles and create additional pile-ups before you crash.
4. Press R1 at any time to zoom the camera back to your vehicle and use the left analog stick to move the camera around.

- On impact, you can press and hold R1 to go into slow-mo Impact Time, then use the left analog stick and Aftertouch your ride into more traffic.
- Each traffic crash adds boost percentage to your boost meter. Cause a big enough pile-up to reach 100% and a 5 second countdown lets you know when the Crashbreaker will detonate.

5. During the countdown, keep tapping R2 and try to pump the bar to 100% to maximise your Crashbreaker explosion.

- Each car that explodes from a Crashbreaker adds x1 to your Explosion Multiplier - so maximise your score by detonating your Crashbreaker surrounded by traffic.
- After detonation you're able to use Aftertouch again.

Note: To abort a run, access the Pause menu and select RETRY.

World Tour

Build up a global reputation for devastation on a World Tour campaign. Progress through 10 World Tour Ranks, each with their own Crash and Race Events.

Not all Events in each Rank are available at once - medal success in one Event unlocks another.

Your tour begins in the USA, but continued medal success allows you to go on to dominate Europe and the Far East.

Note: Successfully completed Events are marked by the kind of medal you won. Freshly unlocked Events are marked as New.

Each location that you've tackled displays your best medal and best Rating so far in each unlocked Event.

1. Commence your burning trail of havoc at Rank 1, then choose your location.
2. Select a Race or Crash Event to compete in (see *Race Events* on p. 5 and *Crash Events* on p. 5).
3. Before hitting the streets, choose your ride and its colour; your choices are limited at first - you can play with the big toys when you start winning medals.

   Note: If you have a *Burnout 3 Takedown* or *Madden NFL 06* save on your memory card (8MB) (for PlayStation® 2), you will be awarded an exclusive new vehicle to give you a head start to your career.

Challenge Sheets

Tackle eight challenges in each location.

- Select CHALLENGE SHEET from the location's Select Event screen and flick through the challenges so you know what to do to get your hands on the Challenge trophies and unlock the Challenge vehicle.

Takedown Book

Each location keeps a record of your Signature Takedowns in a Takedown Book.

- Select TAKEDOWN BOOK from the location's Select Event screen to reminisce over snapshots (see *Signature Takedowns* on p. 4).

After Burn

Your skill is rated after each Event on the World Tour and this Event Rating is broken down over the Revenge Results screens along with your current revenge Rank. Your Race Event performance is rated over Driving Skills, Aggression and Counterblows manoeuvres. In Crash Events, it's all about the value and number of Vehicles Totalled.

Driver Details

- Select DRIVER DETAILS from the Main menu to get the skinny on your complete career so far, adjust game Settings and save or load your Profile.

Other Game Modes

Multiplayer

Head-to-head or turn-based action with up to six players. Additional game modes for Multiplayer include:

CRASH BATTLE Head-to-head havoc to see who can inflict the mightiest pile-up.

CRASH PARTY Who can wreak the most havoc on a single junction?

Note: Progress through the World Tour to unlock locations and vehicles in Split-Screen mode.

CRASH TOUR Crash through a round of junctions. Each one has a Crash $ target - reach it in the fewest possible turns.

Play Online

Clash with up to five other burners; additional modes include Crash Party, Crash Tour and Crash Battle (see *Multiplayer* on p. 7).You can team up with your mates online and join games as a group or create your own.

When playing online, your progression unlocks new Events and your two Ranks - one for Race Events and one for Crash Events - match you to similarly skilled burners in Play Now and Find Games modes. These are separate from your single player offline Rank. Rank up online and compete against the most punishing opponents in the world to claim the number 1 slot.

Note: Crash and Race locations that you unlock offline in any of the ten revenge Rank levels will become accessible to you online.

Note: Your online Ranks are calculated using the widespread ELO rating system.

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YOU MUST BE 13+ TO REGISTER ONLINE.

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In order to play online you will need an Internet connection, a Network Adaptor (Ethernet) (for PlayStation® 2) and a memory card (8MB) (for PlayStation® 2) with at least 94KB free space. Install the Network Adaptor (Ethernet) (for PlayStation® 2) into your console according to the instructions in its instruction manual.

Prior to playing online, you need to set up Your Network Configuration file. Burnout Revenge includes a Network Configuration Utility for setting up this file.

Select Network Configuration

Before you can begin playing online, you must select Your Network Configuration file (found on your memory card (8MB) (for PlayStation® 2)) or create a new one through the Network Configuration Utility.

Note: After using the included Network Configuration Utility, the ⏻/RESET button functions differently. To put the console into standby mode, press and hold the ⏻/RESET button until the ⏻ indicator turns red.

Note: When saving or loading Your Network Configuration File, you must use MEMORY CARD slot 1.

Network Configuration File

Press ⬅/➡ to scroll through the available Internet Service Provider settings and select one.

Create/Edit Configuration

The Network Configuration Utility allows you to create and edit Your Network Configuration files. When selected, the game shuts itself down while the Network Configuration Utility loads. When complete, the game re-launches itself and goes through its normal loading procedure before returning to the Main menu screen.

Connect

After selecting Your Network Configuration file, connect to your Internet Service Provider. If the connection is successful, the Burnout Revenge Server Login screen appears.

EA Account Setup

Before you can begin playing online, you must create a new account or use an existing one.

1. If you don't already have an EA Account on your memory card (8MB) (for PlayStation®2), the game will automatically detect this and offer to run EA Nation.
2. Select your network configuration and follow the on-screen instructions, using the on-screen keyboard to enter your details.
3. Select CREATE NEW and follow the on-screen instructions.

Using an Existing EA Account

1. Your EA Account appears by default or you can select a different account by choosing USE ANOTHER EA ACCOUNT.

- Your EA Account only defaults once you've saved it.

2. If using a different account than the one saved, then you'll have to enter your username and password.

Playing Through a Router/Firewall

In order to join or host a *Burnout Revenge* game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable PORT FORWARDING. Remember, if you're sharing your Internet connection using Windows XP Internet Connection Sharing, your Windows XP PC is acting as a router. If you are using a dedicated ADSL modem, this may also be acting as a router.

You will need to route, or forward, all data on ports **TCP & UDP 3658/3659** and **UDP 10070/10080** to the IP address assigned to your console or place your console in a DMZ. Please consult your router/modem documentation for advice on configuring your connection.

Note: Users using DHCP must ensure that their console is always assigned the IP address specified in the PORT FORWARDING setup; under these circumstances you may need to change your console from "Auto Detect (DHCP)" to a "Static IP" address using the Network Configuration Utility or Network Access Disc to ensure that forwarded data always gets to your console.

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your console directly to your cable modem or other broadband device. For more advice and information about Network Gaming check out the support guides at **www.electronicarts.co.uk**

You can also check the latest news for *Burnout Revenge* by going to **www.burnoutrevenge.ea.com**, or by visiting **www.eagames.co.uk**

The Selection Menu

PLAY NOW Jump into an existing game and brawl with mates or other burners with the same Rank as you by joining their party.

FIND GAMES Specify game criteria so you can choose which game to join.

CREATE GAME Customise Race and Crash Events into rounds.

Note: The number of Rounds you set in Crash Battle mode corresponds to the number of times you play each player.

Buddies

Message your Buddies or any Recent Players and let them create a party and come and burn round your customised game.

PROFILE Adjust game options and assess your online progress, which is measured over your separate Race and Crash Progression Levels; progression unlocks new tracks. Unlock the final Progression Level to gain access to all tracks.

SCOREBOARDS View the best online and offline players and see how you match up to your Buddies and other worldwide burners.

Note: That crown that appears over a burner in Events means they currently own overall bragging rights as the leader.

Note: When a burner disconnects from an online game, a flashing ghost of their car will remain stationary on the track to indicate that they have left the game.

Saving and Loading

Note: *Burnout Revenge* requires and only supports a memory card (8MB) (for PlayStation® 2) inserted in MEMORY CARD slot 1.

Select DRIVER DETAILS from the Main menu to manage your Profile. Choose to save or load an existing Profile or create a new one. You can also turn Autosave ON or OFF.

Saving

- If Autosave is turned ON, your progress is automatically saved to the memory card (8MB) (for PlayStation® 2) in MEMORY CARD slot 1
- To save your Profile manually, select DRIVER DETAILS from the Main menu, then PROFILE and then SAVE PROFILE.

Note: You are able to overwrite previous saved Profiles.

Loading

- You are prompted to load a Profile from the memory card (8MB) (for PlayStation® 2) in MEMORY CARD slot 1 at start up.
- To load a Profile after you've started the game, select DRIVER DETAILS from the Main menu, then PROFILE and then LOAD PROFILE.

Warning: To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

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*Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.		
• España	902 102 102*	
*Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.		
• Sverige	08 587 822 40*	Please contact your local distributor
*Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.		
• Suisse/Schweiz/Svizzera	0848 84 00 85*	0900 - 55 40 20**
*Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation. **SFr 2,00/Min. Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigen um Erlaubnis fragen		
• UK	08705 99 88 77*	09067 53 54 55**
*National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products. **Calls are charged at 75p per minute, mobiles may vary. Callers must be over 16. Please ask permission from whoever pays the bill before calling.		

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